

GAME BOY ADVANCE

The
Barbie[™]
diaries

HIGH
SCHOOL
MYSTERY[™]

AGB-BBIE-USA

INSTRUCTION BOOKLET

ACTIVISION[®]

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D (L)



Descriptors

Mild Cartoon Violence

LICENSED BY



Table of Contents

Table of Contents	1	Barbie™ Diary Assistant(BDA).....	8
Story	2	BDA Tools	13
Getting Started	3	Obstacles	16
Controls.....	4	Customer Support	18
The Object of The Game	6	Software License Agreement.....	22
Main Menu	6		

Published and distributed by Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. All Rights Reserved.
BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2006 Mattel, Inc. All Rights Reserved.

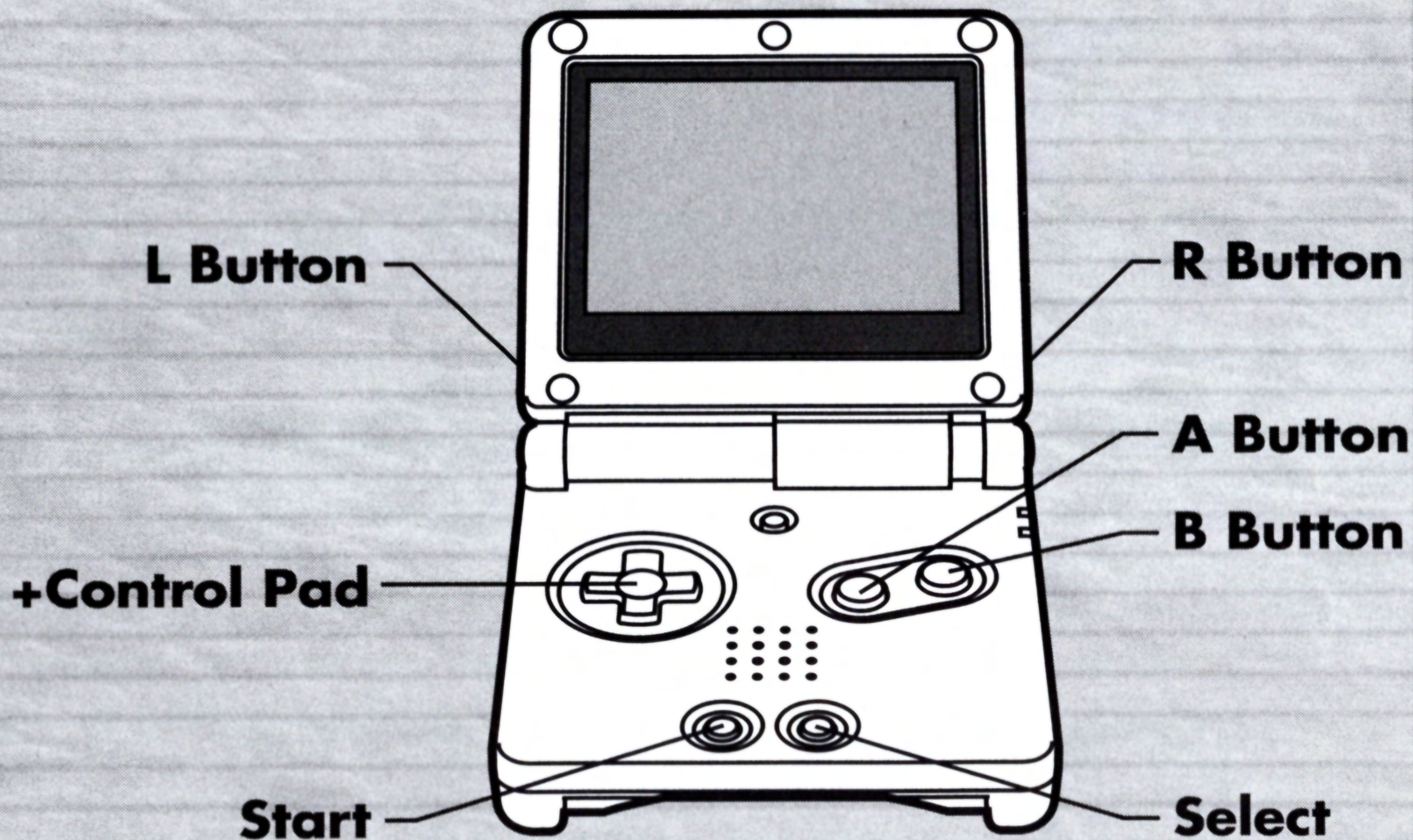
STORY...

Someone has stolen and hidden the auction items for Moore High School's Charity ball! Barbie™ must use her high tech BDA (Barbie™ Diaries Assistant) to find the lost items and uncover the culprit.

GETTING STARTED

- **Be sure the Game Boy® Advance POWER switch is OFF.**
- **Insert The Barbie™ Diaries High School Mystery™ Game Pak into the Game Boy® Advance system.**
- **Turn the POWER switch ON.**
- **The Main Menu will appear where you can choose to start a New Game or Continue a saved game.**

GAME BOY® ADVANCE CONTROLS



GAME BOY® ADVANCE SP

IN THE SCHOOL

+Control Pad	Move
L Button	View Diary / Control Gymnastic Moves
R Button	Control Gymnastic Moves
A Button	Select Objects / Unlock Doors / Jump / Scroll Through Dialogue
B Button	Return to Previous Menu or Game / Cancel / Exit
START	View BDA Menu / Pause
SELECT	Open and Close Navigation Map / Bypass Dialogue

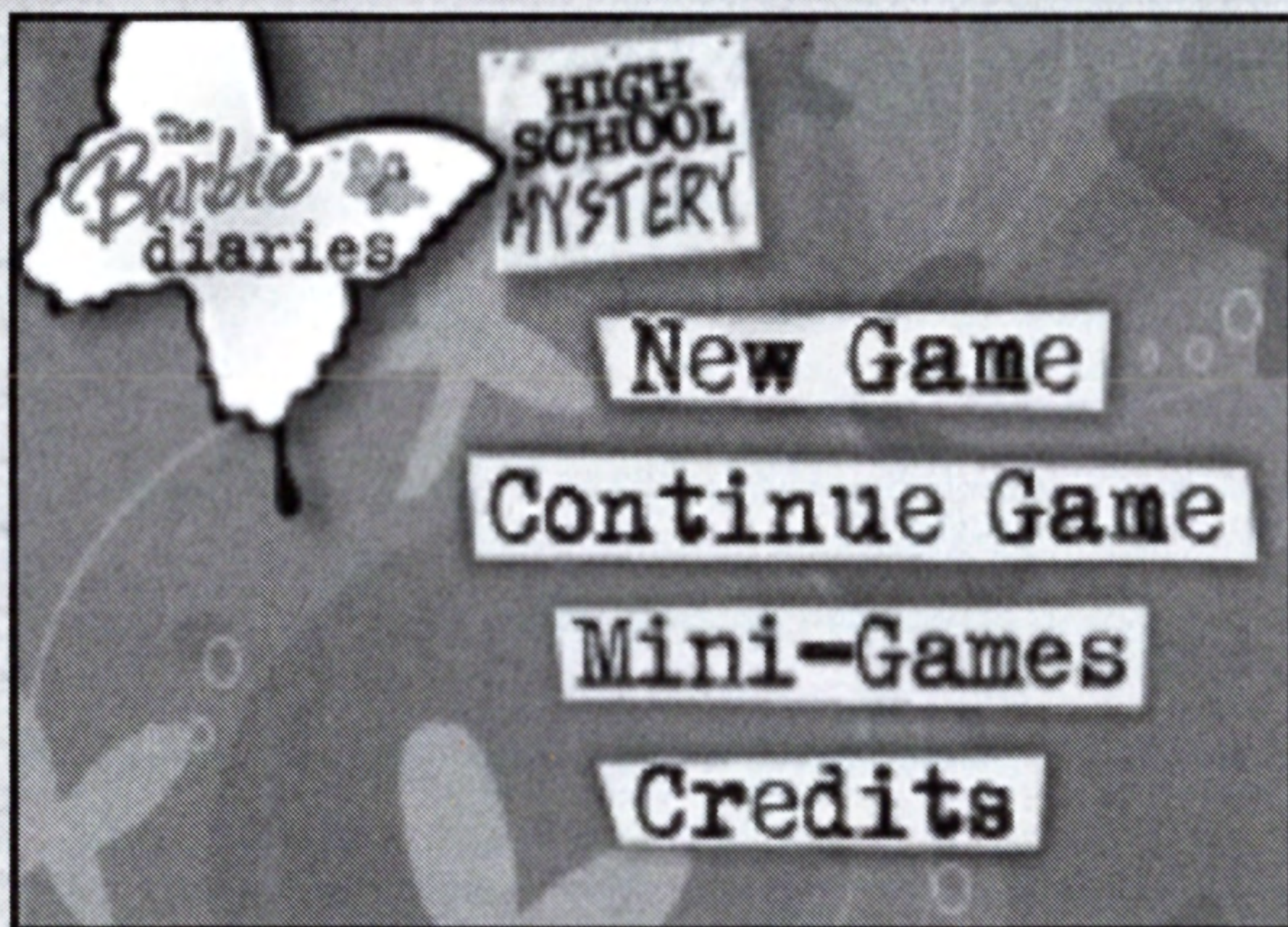
WITHIN A MENU

+Control Pad	Scroll
A Button	Select
B Button	Cancel, Exit

THE OBJECT OF THE GAME

Help Barbie™ follow an elaborate trail of clues by using the amazing tools in Barbie's BDA. Recover the missing auction items one by one, all the while receiving helpful text messages and insights from Barbie's friends and her mysterious secret admirer. When you finally locate the last missing auction item, review all the facts you've uncovered and expose the culprit!

MAIN MENU



Press the +Control Pad to highlight any option on the Main Menu and then press the A Button to select it.

NEW GAME

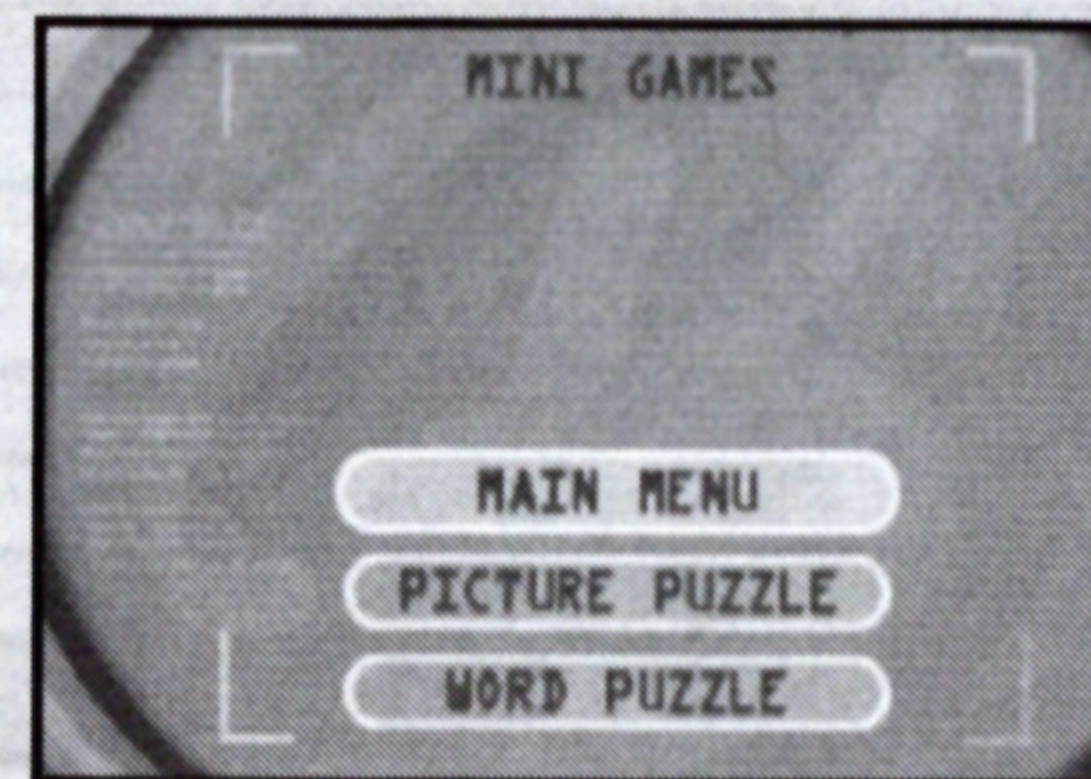
If this is your first time playing The Barbie™ Diaries High School Mystery™ Game, select New Game to start a new adventure.

CONTINUE GAME

Select Continue Game from the Main Menu to load your last saved game. If you save the game again while playing, your old save game will be erased and replaced with the new saved game.

MINI-GAMES

Selecting Mini-Games from the Main Menu takes you to the mini-games Picture Descrambler and Word Finder. Use the +Control Pad to highlight the mini-game you want to play and then press the A Button to select it.



BARBIE™ DIARY ASSISTANT (BDA)

The Barbie™ Diary Assistant (BDA) analyzes clues that Barbie™ will find throughout the game. As Barbie™ progresses through the game she will find upgrades to the BDA that will help her uncover new clues.

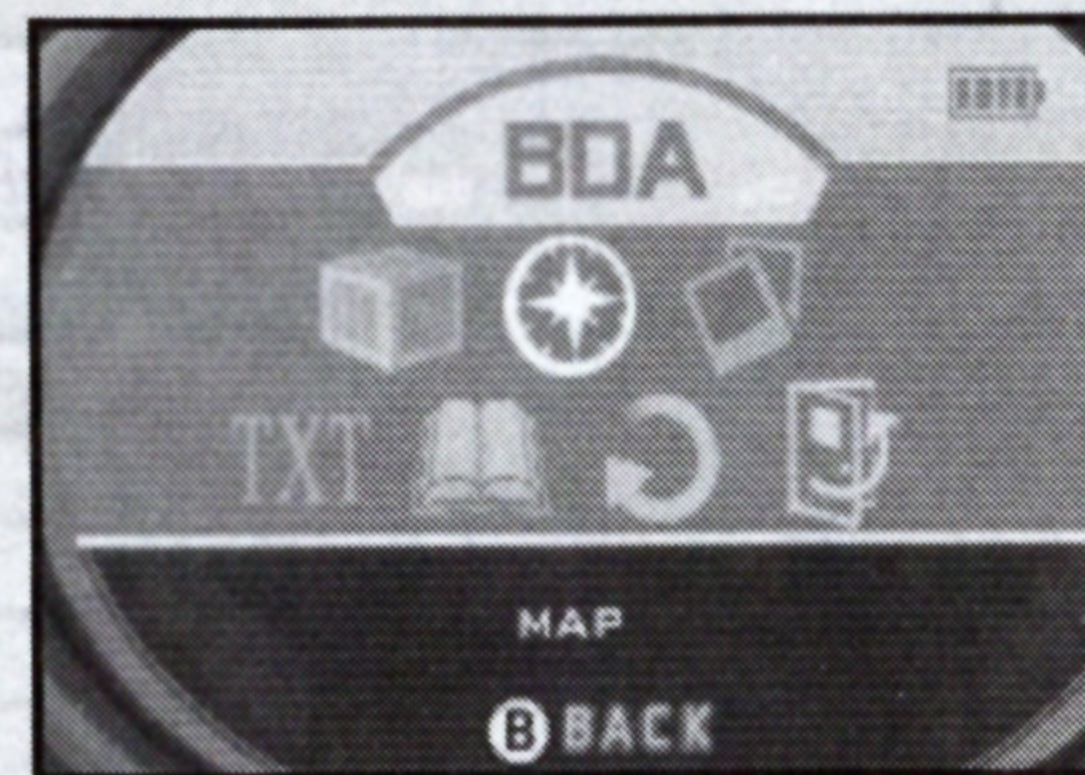
BDA MENU

Pressing START at any time during the game will access the BDA menu and pause the action. Use the +Control Pad to highlight your selection; press the A Button to confirm your choice:



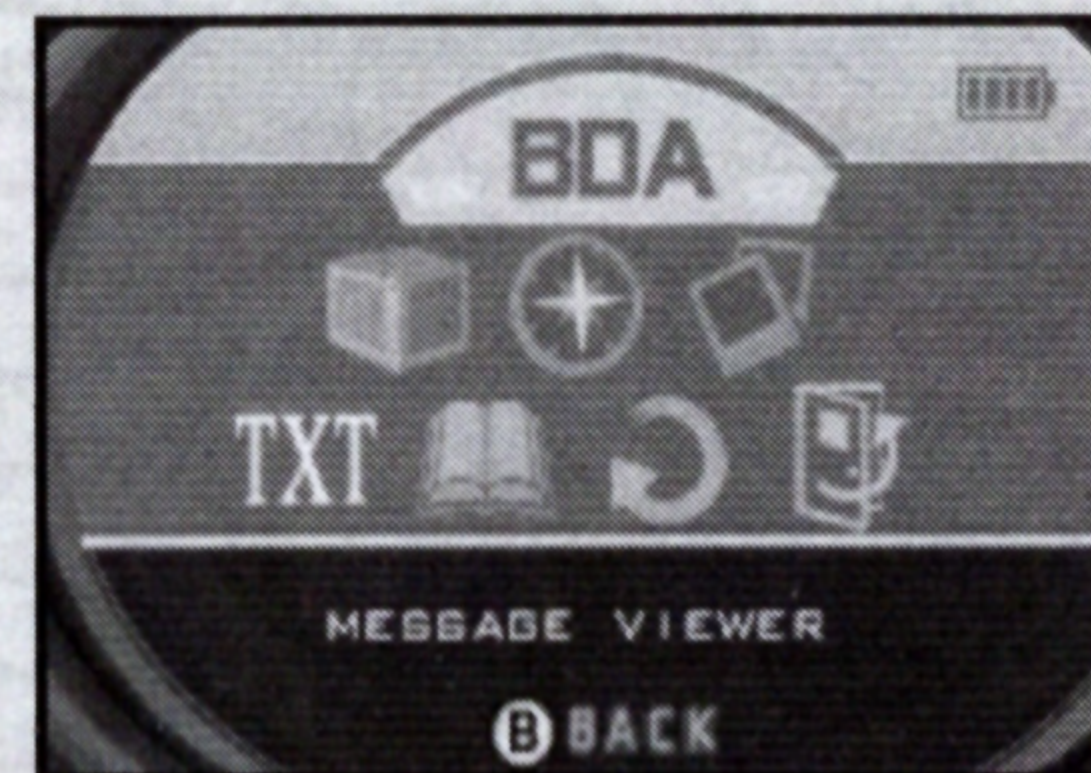
**Clues
Menu**

Map

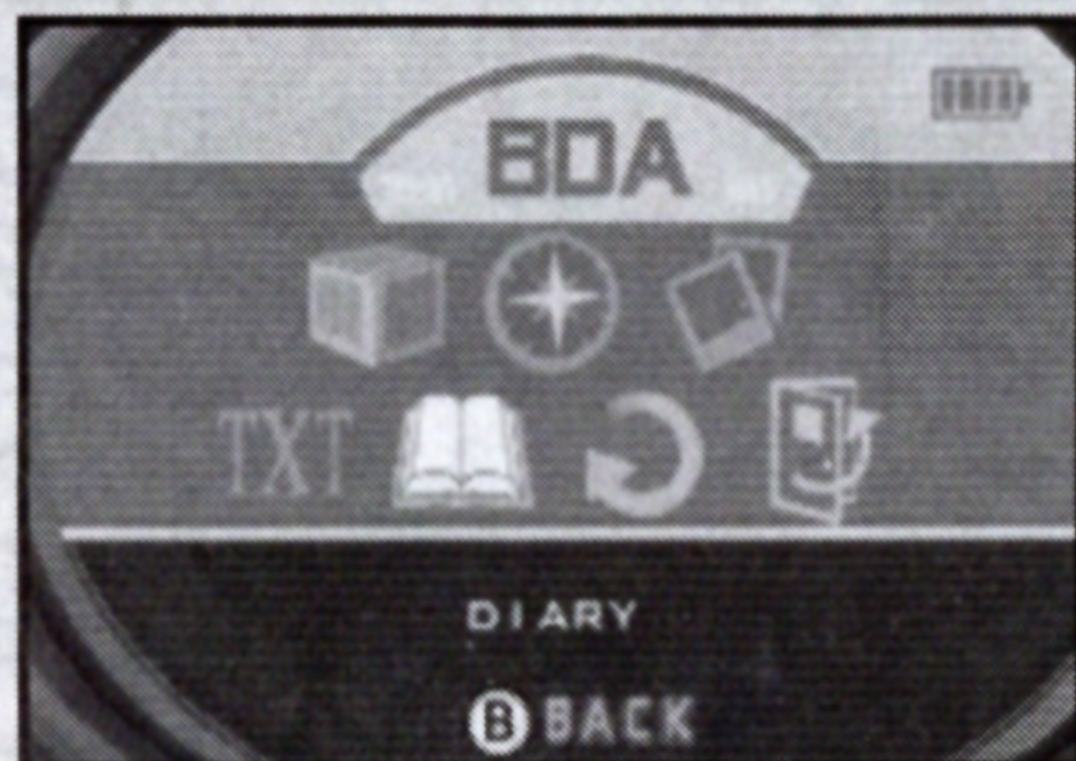




**Auction
Items**



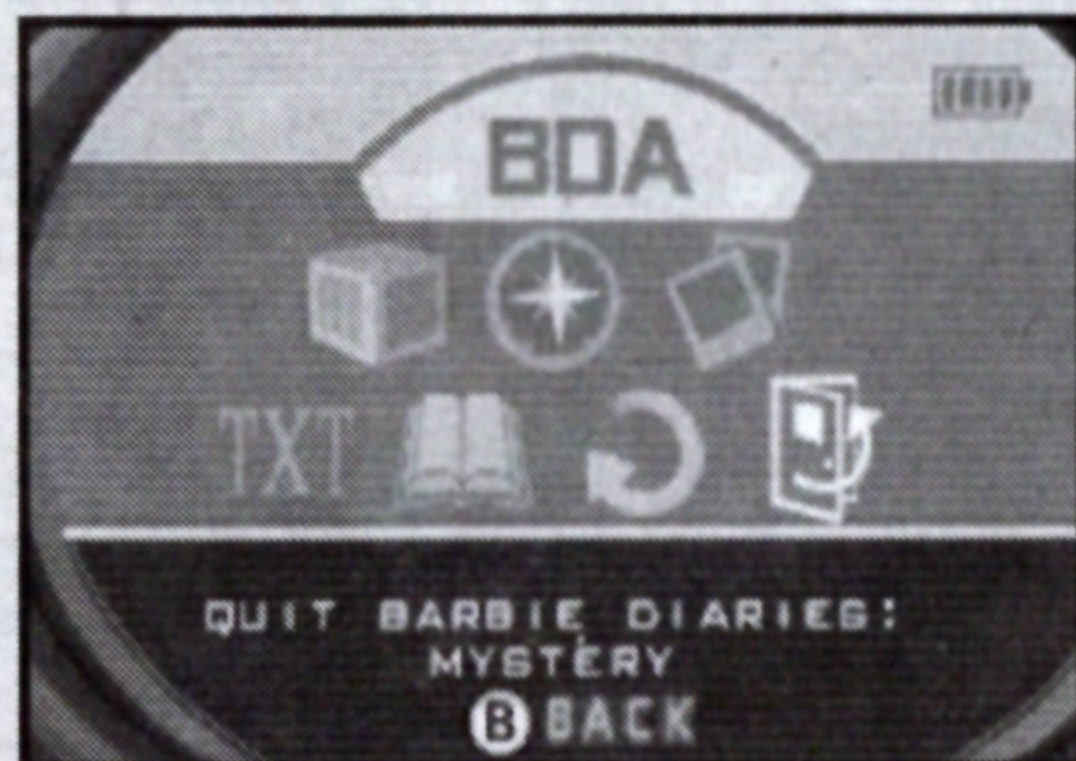
**Message
Viewer**



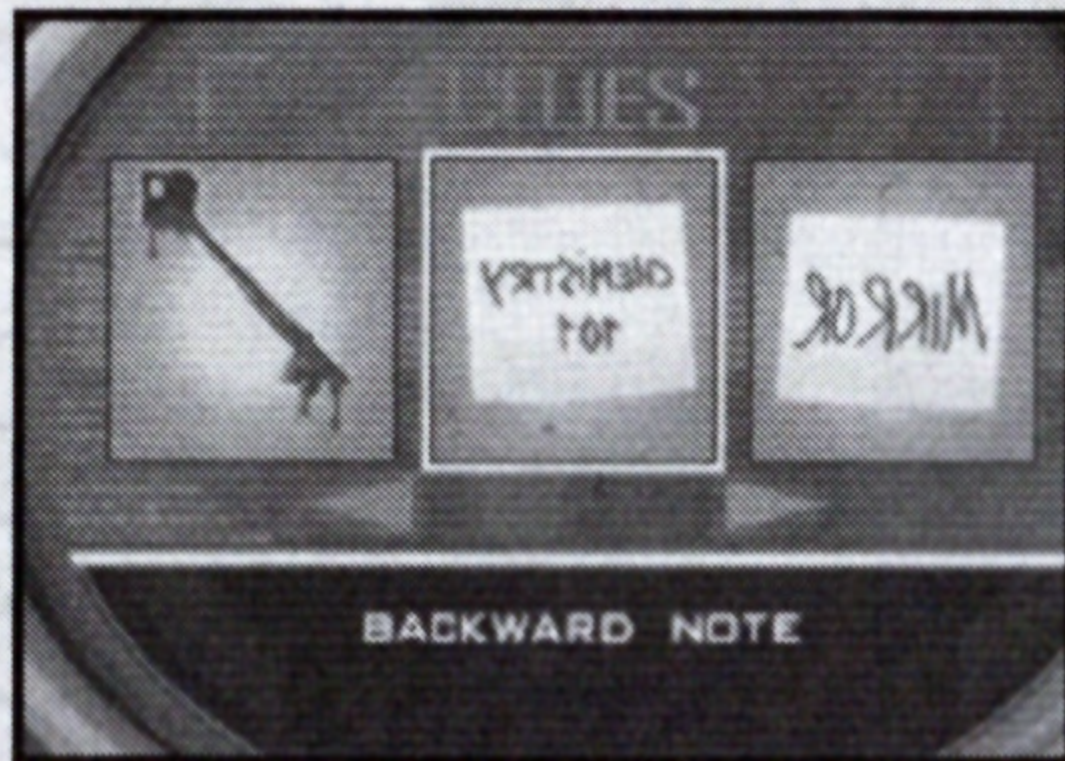
Diary



**Return To
Game**

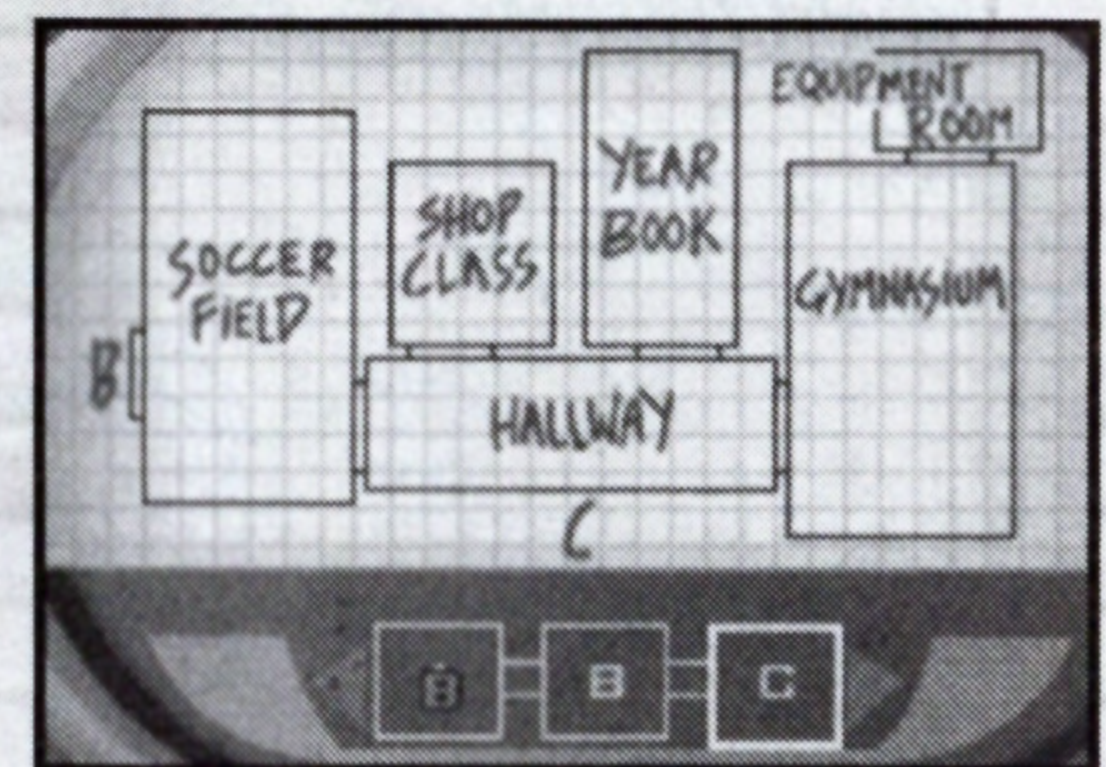
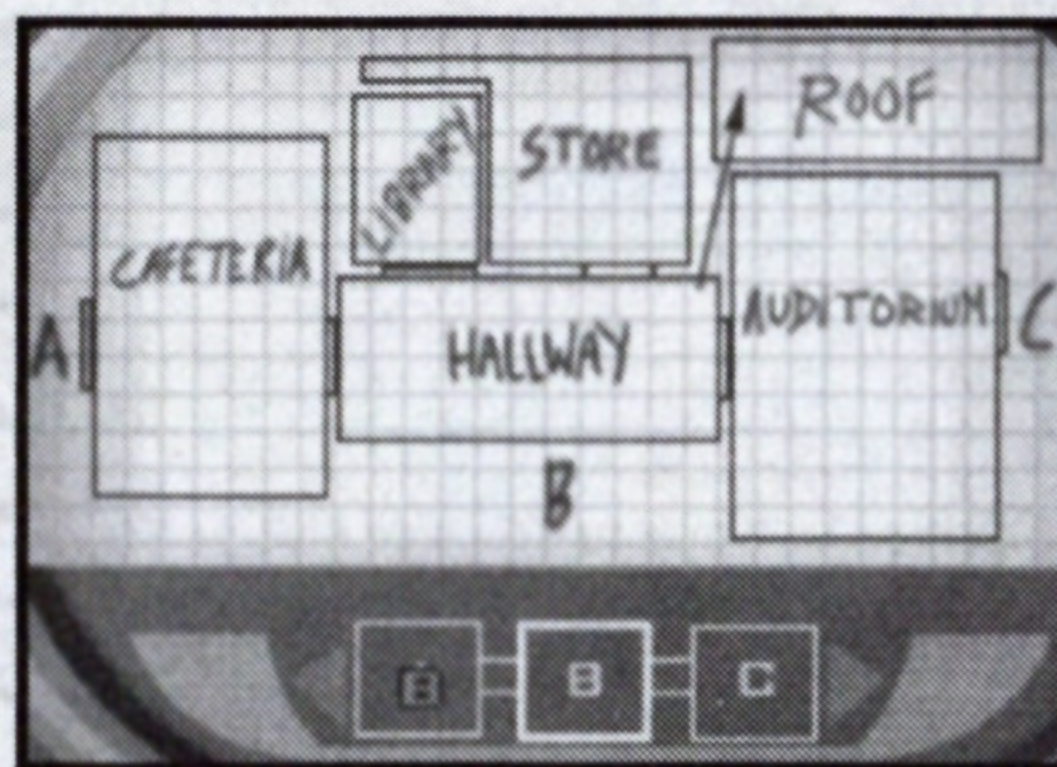
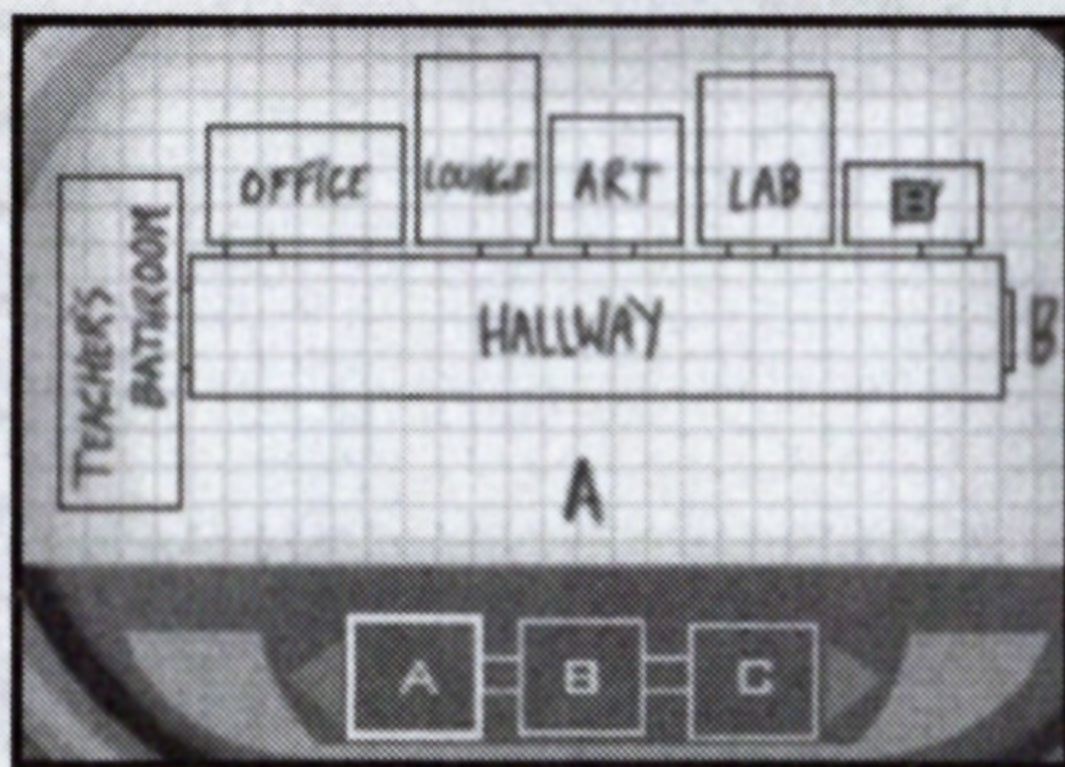


Quit the Game



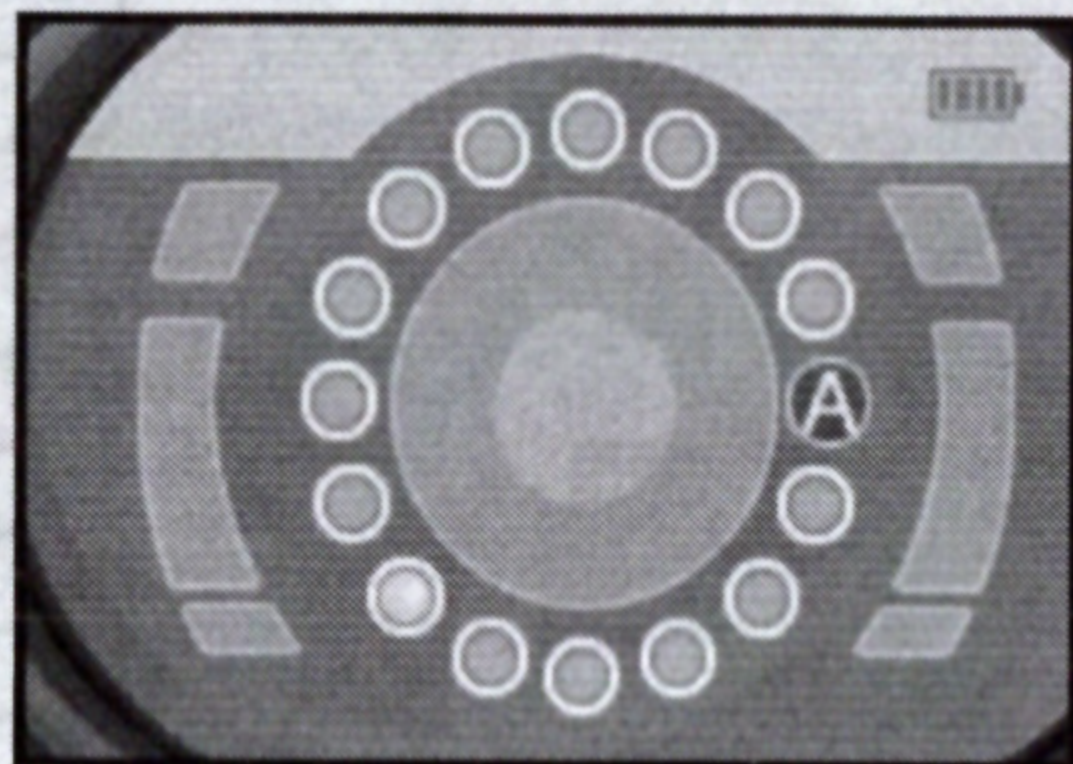
Clues Menu - All items you pick up that are not auction items will be stored here and will be displayed automatically when you acquire them. Use the +Control Pad to scroll through the list of items that you have. You can access your Inventory directly by opening the BDA (press START) and then selecting the Inventory icon.

Map - You can access the map in two ways. 1) Press SELECT or 2) Access the BDA Main Menu by pressing START and then choose the map icon. The map is divided into three “areas” – A, B and C. You can scroll through them by using the +Control Pad. A display on the bottom of the screen shows which map section you are currently in (A, B or C).

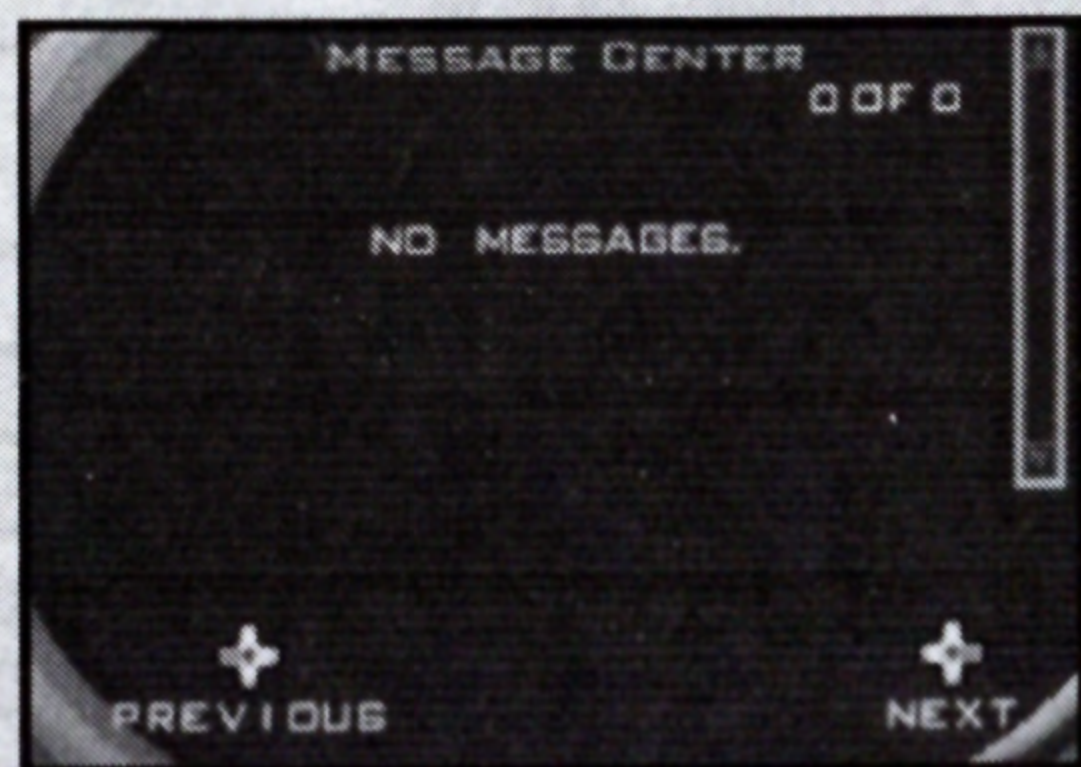




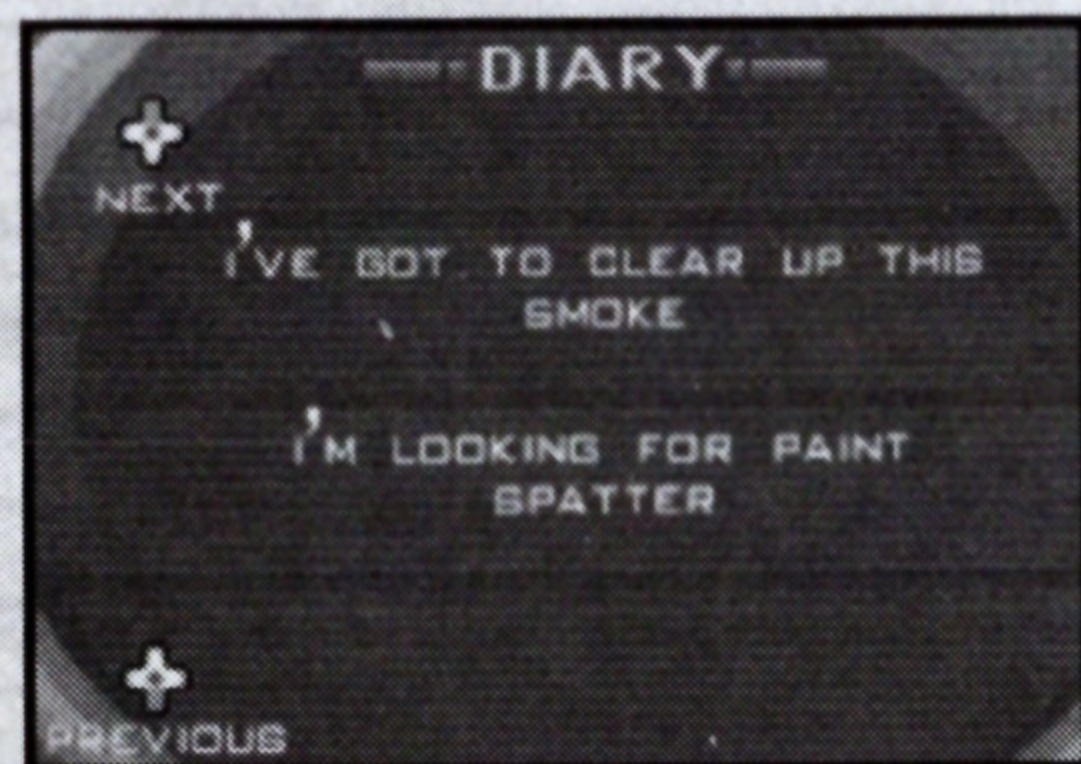
Auction Items - Here you can view any auction items you find along the clue trail. Whenever you find a missing auction item, the BDA will automatically open the Picture Viewer and display a picture of the acquired item. You can scroll through any previously obtained items. You can also access the Picture Viewer by opening the BDA Main Menu (press START). Select Picture Viewer by highlighting the pictures icon.



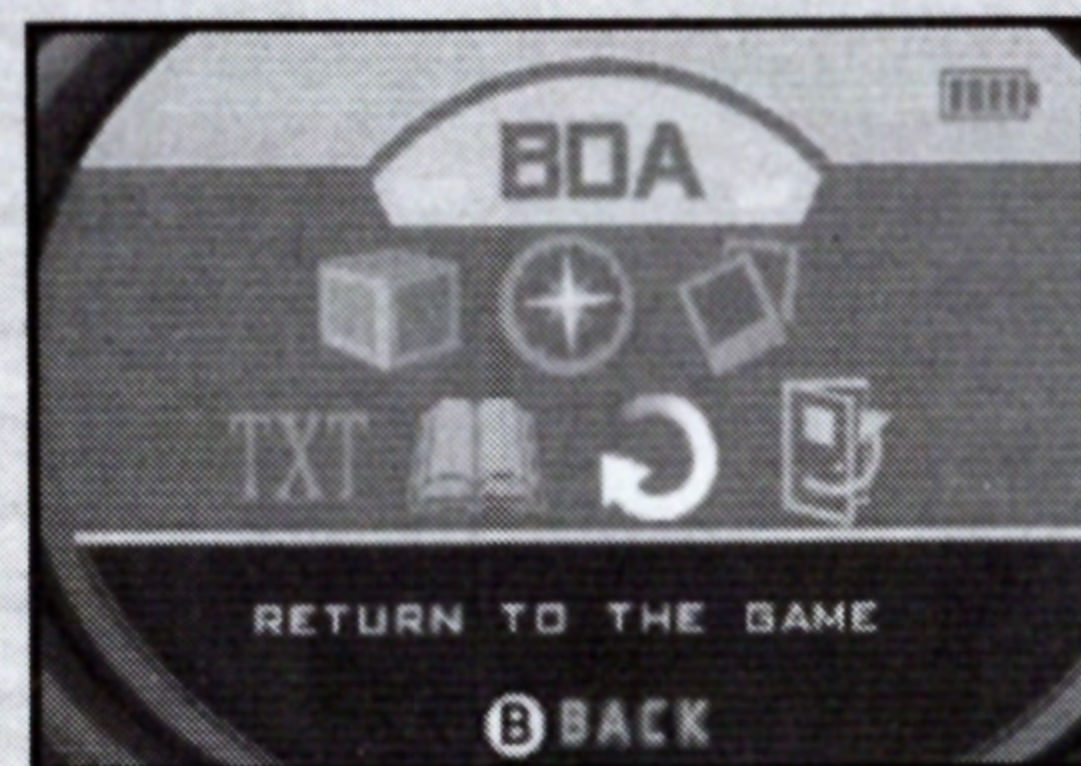
Text messenger - During the course of the game you will receive text messages with clues from friends and from a secret admirer. To read a new text message, you must unlock the BDA by playing a simple game. A light will travel around a ring. Press the A Button when the light reaches the "A" space to "unlock" the BDA.



Message Viewer - Use the +Control Pad to view previous text messages you have received. You can access the text message menu by opening the BDA Main Menu (press START), highlight the TXT icon and press the A Button to select.



Diary - Each time you get a new task, the BDA will “note” this task and list it in the Diary. You can access the Diary by pressing the L Button or by opening the BDA Main Menu (press START) and then selecting the book icon. When the Diary is updated during game-play, an L Button icon will appear in the top of the screen for two seconds to let you know. The Diary will help you keep track of what you need to do.



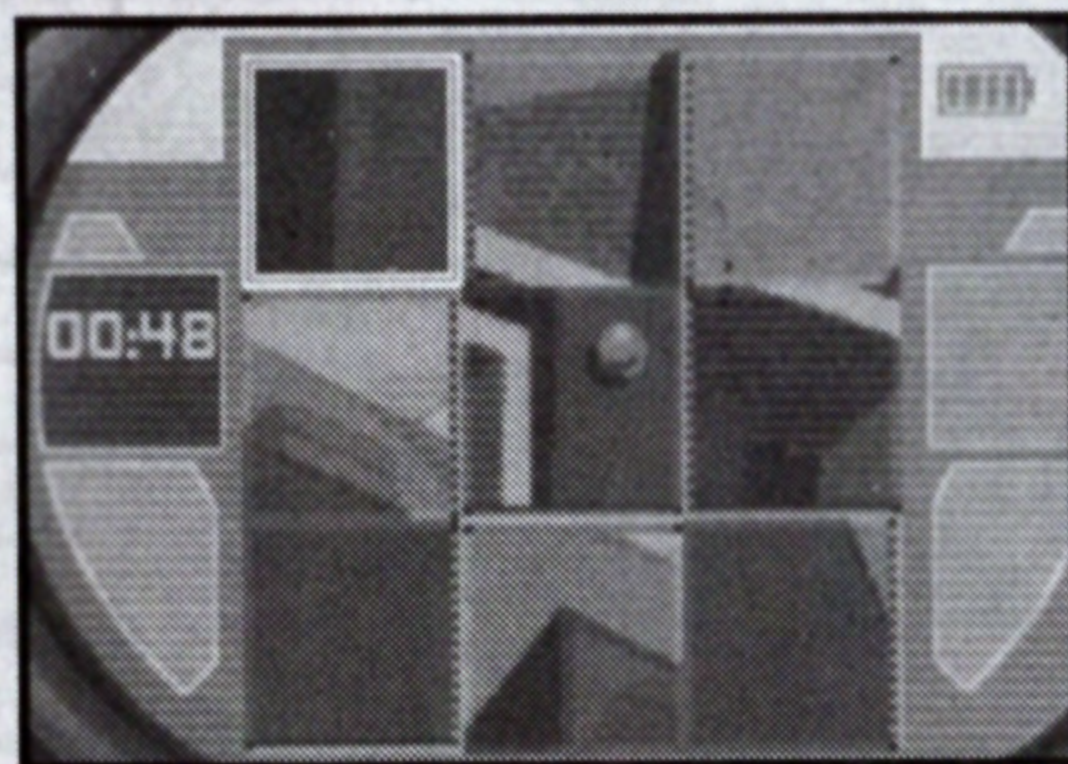
Return - Choose this to return to your game.



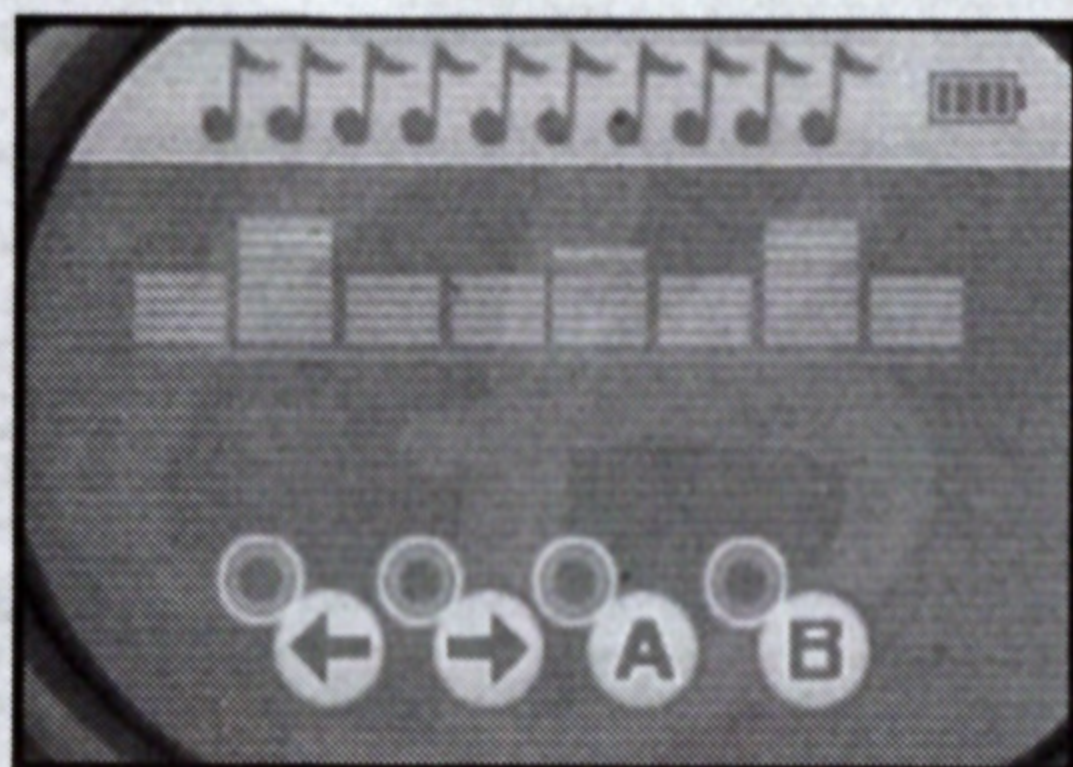
Exit - Choose this to quit playing.

BDA TOOLS

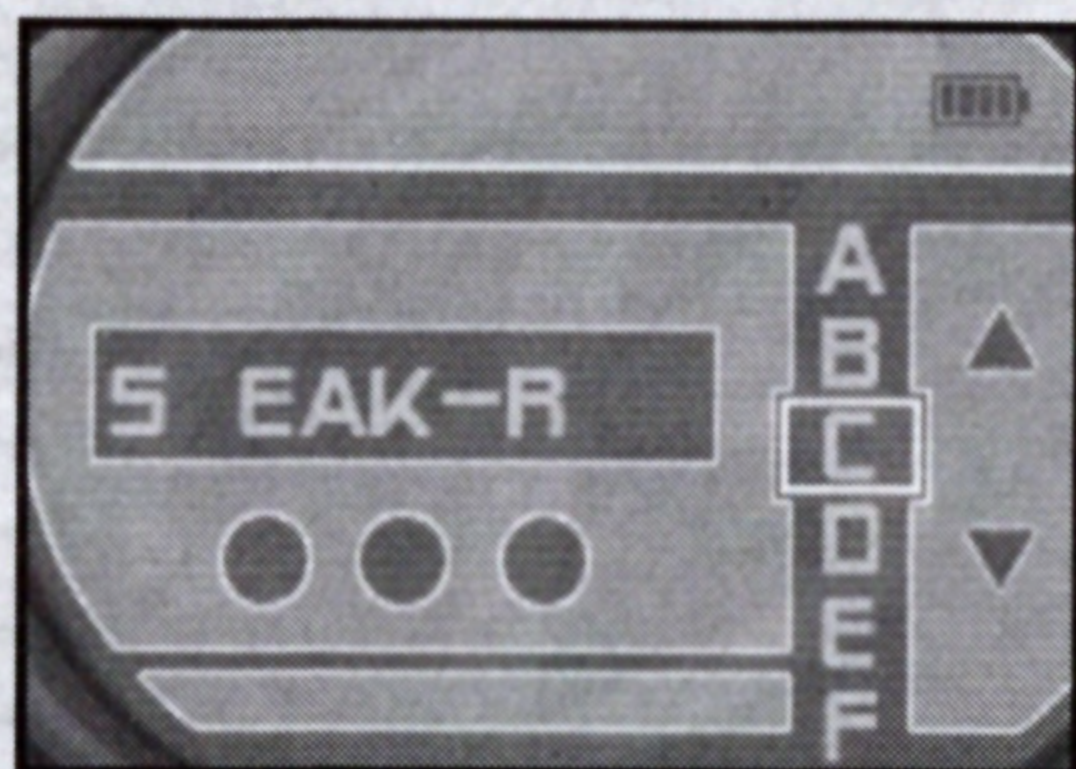
Different tools are given to you after you complete clue trails. The tool Barbie™ needs for each clue trail is the only one that will be available to her.



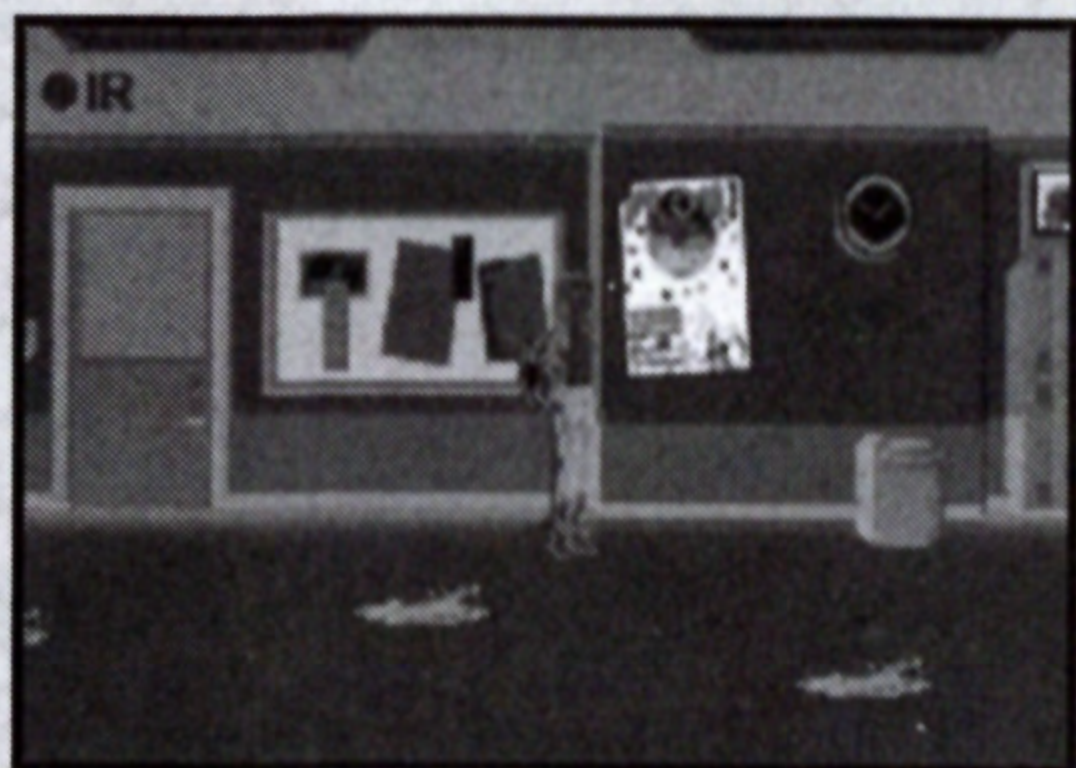
Picture Descrambler – The BDA will display an image broken up into nine equal segments, with each segment out of place. Use the +Control Pad to highlight a segment, Press the A Button to select it, then highlight the space you want to move it to and press the A Button again. The two segments will swap places. Reassemble the picture as fast as you can – the clock is ticking!



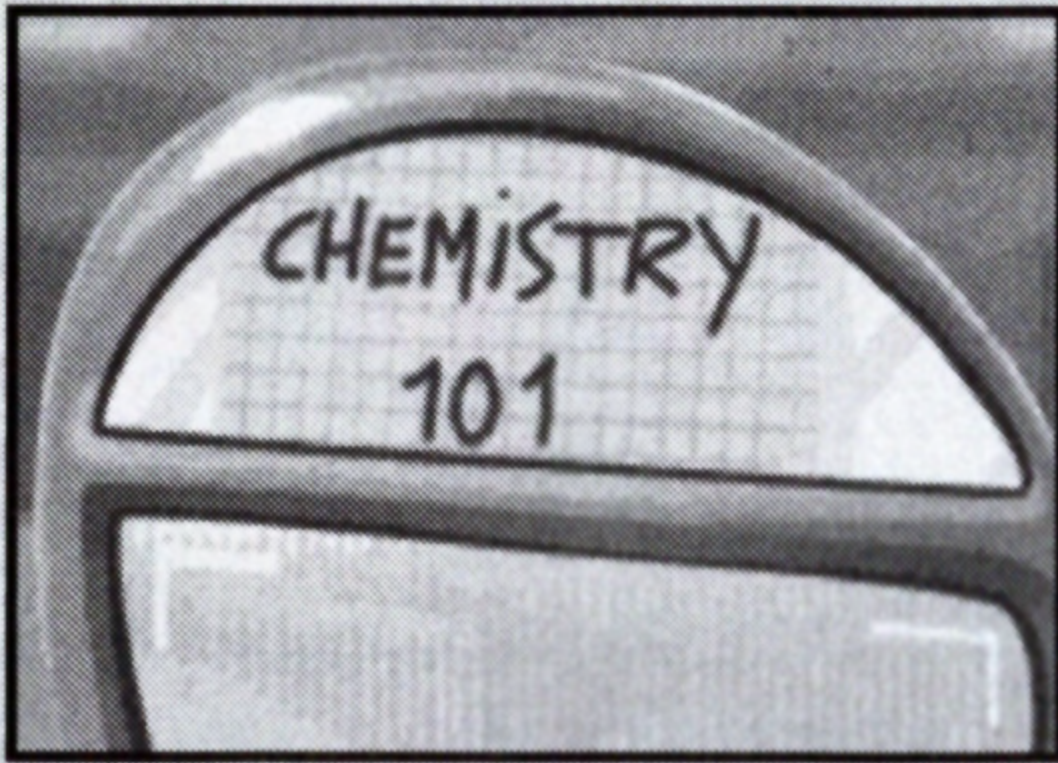
MP3 player – Sometimes you will be sent encrypted MP3's that must be decoded. By pressing the +Control Pad, the the A Button and the B Button, match the combination of falling notes to unlock the song.



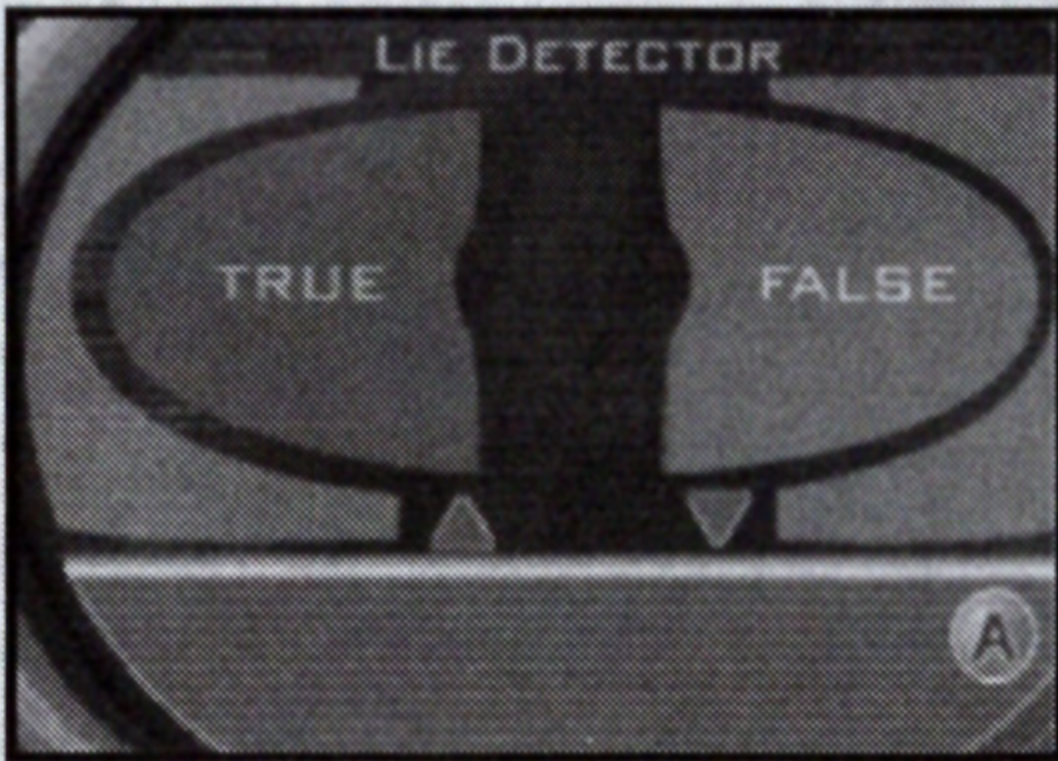
Word Finder – At times you will encounter word puzzles with missing letters. The Word Finder will automatically open to help solve these puzzles. Try to fill in the missing letters.



Infrared/Ultra Violet viewer – Turn the BDA into a high tech viewer that lets you see trails no one else can! When the tool is accessed, everything on screen will appear in “infrared”. Walk around the area and look for clues that can only be seen this way. As soon as the clue is found, the infrared will switch off and the game will return to normal viewing mode.



Mirror – You will find several messages written backwards. These messages can be “decoded” using a mirror in the BDA. The mirror will automatically be displayed when a message needs to be decoded, allowing you to read it correctly.



Lie detector - This will come in handy at the end of the game when Barbie™ needs to identify the culprit.

OBSTACLES

As you make your way through the hallways and classrooms, you will have to avoid various obstacles. Some obstacles are more difficult than others– you will have to figure out ways to get around them.

Hallway A - Smoke from Science Lab – This is the first big obstacle you will need to get around. Search for a fan and place it near the cloud of smoke. You won't be able to open this door until you clear away the smoke.

HINTS AND TIPS

In the gymnasium you will encounter new obstacles that need to be passed before you reach the equipment room. Flashing icons will assist you as you reach each obstacle. Follow the blinking icons and press the corresponding buttons.

Successfully pass the balance beam, parallel bars and rope and you're back on track!

Gymnasium Controls

+Control Pad Right	Moves Right on Balance Beam
L Button	Counter Balance to the Left
R Button	Counter Balance to the Right
A Button	Jump Off Rope
A Button, B Button, L Button, R Button, +Control Pad	Navigate Parallel Bars

CUSTOMER SUPPORT

NOTE: Please do not contact Customer Support for hints/ codes/ cheats; only technical issues.

Internet: <http://www.activisionvalue.com>

Our support section of the web has the most up-to-date information. We update the support pages daily so please check here first for solutions.

E-Mail: support@activisionvalue.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Phone: (952)918-9500

Contact a Customer Support representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, and between 10:00 am and 4:00 pm (Central Time), Tuesday through Thursday, except holidays.

CREDITS

Activision

General Manager

Dave Oxford

Vice President of Studios

Patrick Kelly

Vice President of Sales

Tim Flaherty

Vice President of Marketing and Creative Services

Mark Meadows

Legal

Joe Hedges

Producer

Nicole Lindstrom

Director of Product Development

Chip Pedersen

Manager, Creative Direction and Design

Carlos Martin

QUALITY ASSURANCE

Technology Manager

Chris Arends

Manager of Quality Assurance

Jason Lembcke

Supervisor of Quality Assurance

Rasheem Harris

QA Lead

Paul Ference

QA Team

Dean Fingerholz

Jeremy Huisheere

Bob Paterson

Madison Meahyen

Brian Kuyath

Thanuvong Yang

Jeremy Andresen

Kyle Kleven

Justin Westplate

Adam Rogers

Stephen Crayton

Andy Owen

Nate Tyley

Brandon Gingerich

Tim Herzog

Par Widlund

Dan Gniady

Jordan Jaap

John Hart

Doua Xiong

Denis Molloy

Tyler Neubauer

Chris Barrett

Justyn Christensen

Josh Cuta

Alex Reed

Ryan Pedersen

Cory Thibado

A.J. Guerra

Joel Waltz

Dan Smith

Zach Dando-Thompson

Dieter Frank

Jeff Schwartzbauer

TRG QA Manager

Chad Schilling

TRG Lead

Matt McCullough

Technical Requirements Group

Jon Pho
Steve Myers

SALES**Sales Director**

Jennifer Mirabelli

Regional Sales Director

Jim Holland

Director Bus. Development

Brian Johnson

Sales/Marketing Coordinator

Robbin Livernois

Sales Assistant

Brynja Bjarnason

MARKETING AND CREATIVE SERVICES**Senior Graphic Artist**

Trevor Harveaux

Graphic Artist

Sean James

Marketing Communications Associate

Nicole Lindstrom

LICENSING**Senior Brand and Licensing Manager**

Andy Koehler

Brand Manager and Trade Director

Jeff Muench

OPERATIONS**Director of Operations and Planning**

Mike Groshens

Information Systems Administrator

Bob Viau

ADDITIONAL THANKS

Rachel Bongaarts

Ann Beggs

Jan Marek

Mike Dalton

Kurt Niederloh

Chris Owen

Janet Paulsen

Mike Roska

Aaron M. Thompson

Steve Williams

Donna Johnston

Andy Spohn

Jason Stempel

Steve Matulac

Mattel, Inc.**Director, Games and Interactive**

Patricia Masai

Producer

Chip Bumgardner

Marketing Manager

Alison Carroll

Associate Marketing Manager

Chris Kay

Marketing Manager

Peter Gandolfo

Senior Marketing Manager
Shaun Rowan

SPECIAL THANKS
(for all)

Rebekah Shoshanah
Luke Thomas
Kelly Jones

Gorilla Systems
Corporation

Executive Producer
Jonathan Browne

Producer
Eric Koch

Associate Producer
Caleb Morris

Game Design
Eric Koch

Lead Artist
Andrew Cremans

Art and Animation
Jonathan Davenport
Gregory McKee
Brad Nault

Music
Michael Beaumont

Writer
Jonathan Davenport

Quality Assurance
Travis Davidson

NeoPong Software, Inc.

Software Architect
Robert Dean

Programming
Waison Cheng
Shawn Harris
Scott Lancaster
Robert Sidenstick
Josh Thibodaux
Yue Zheng

Music and Sound Design
Eric Stamm

Arkham Graphics

Patrick Charpenet
Jean-Yves Vatin
Raymond Cindric

Nena Media

Producer
Jesyca Durchin Schnepp

Associate Producer
Ruby Lopez

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS /OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product discs only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and

Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, /Attn. Business and Legal Affairs, legal@activision.com.

Published and distributed by Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. All Rights Reserved.

BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2006 Mattel, Inc. All Rights Reserved.

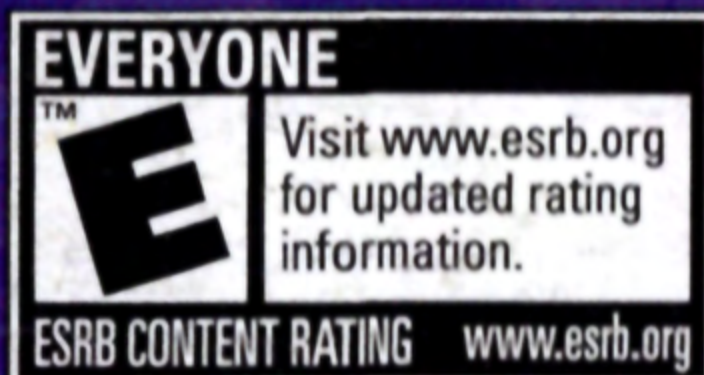
NOTES

NOTES



JOIN BARBIE™ AS PRINCESS GENEVIEVE™
IN AN ENCHANTED ADVENTURE THROUGH A
MAGICAL WORLD.

IN STORES FALL 2006



GAME BOY ADVANCE

NINTENDO DS™



ACTIVISION®

Activision, Inc., P.O. Box 67713, Los Angeles, CA 90067

BARBIE and associated trademarks and trade dress are owned by, and used under license from, Mattel, Inc. © 2005 Mattel, Inc. All Rights Reserved. Published and distributed by Activision Publishing, Inc. and its affiliates. Activision is a registered trademark of Activision, Inc. All Rights Reserved. Developed by WayForward Technologies, Inc. TM, ®, Game Boy Advance and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and tradenames are the property of their respective owners. 75315.260.US

activision.com

PRINTED IN USA